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<input type="checkbox"/>	L28	(process\$ same image\$) and (count\$ or calculat\$4) and (id or identifier\$)	34350
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<input type="checkbox"/>	L19	(superimpos\$3 or lay\$4 or plac\$4) same (image\$ or picture\$) and (provision\$3 adj4 image\$) and advertisement and (fee or charge) and (inlay\$4 or decorat\$4)	13
<input type="checkbox"/>	L18	(superimpos\$3 or lay\$4 or plac\$4) same (image\$ or picture\$) and (provision\$3 adj4 image\$) and advertisement and (fee or charge)	35
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1 [Blink response, visual attention, and the www: Visual attention to repeated internet images: testing the scanpath theory on the world wide web](#)

Sheree Josephson, Michael E. Holmes

March 2002 **Proceedings of the symposium on Eye tracking research & applications**

Full text available: [pdf\(621.35 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The somewhat controversial and often-discussed theory of visual perception, that of scanpaths, was tested using Web pages as visual stimuli. In 1971, Noton and Stark defined "scanpaths" as repetitive sequences of fixations and saccades that occur upon re-exposure to a visual stimulus, facilitating recognition of that stimulus. Since Internet users are repeatedly exposed to certain visual displays of information, the Web is an ideal stimulus to test this theory. Eye-movement measures were recorded ...

Keywords: Eye movement, Internet imagery, World Wide Web, eye tracking, optimal matching analysis, scanpath, sequence comparison, string editing

2 ["Smart clothing": wearable multimedia computing and "personal imaging" to restore the technological balance between people and their environments](#)

Steve Mann

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Full text available: [pdf\(2.18 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: augmented reality, mediated reality, mobile multimedia, pencigraphic image compositing, personal imaging, smart spaces, ubiquitous computing, video orbits, video surveillance, wearable computing

3 [Architecture and performance of server-directed transcoding](#)

Björn Knutsson, Honghui Lu, Jeffrey Mogul, Bryan Hopkins

November 2003 **ACM Transactions on Internet Technology (TOIT)**, Volume 3 Issue 4

Full text available: [pdf\(927.92 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Proxy-based transcoding adapts Web content to be a better match for client capabilities


(such as screen size and color depth) and last-hop bandwidths. Traditional transcoding breaks the end-to-end model of the Web, because the proxy does not know the semantics of the content. *Server-directed transcoding* preserves end-to-end semantics while supporting aggressive content transformations. We show how server-directed transcoding can be integrated into the HTTP protocol and into the implementat ...

Keywords: HTTP, proxy, transcode, web

4 A high-speed network interface for distributed-memory systems: architecture and applications

Peter Steenkiste

February 1997 **ACM Transactions on Computer Systems (TOCS)**, Volume 15 Issue 1

Full text available:  [pdf\(993.12 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)


Distributed-memory systems have traditionally had great difficulty performing network I/O at rates proportional to their computational power. The problem is that the network interface has to support network I/O for a supercomputer, using computational and memory bandwidth resources similar to those of a workstation. As a result, the network interface becomes a bottleneck. In this article we present an I/O architecture that addresses these problems and supports high-speed network I/O on dist ...

Keywords: I/O architecture, application-managed I/O, data reshuffling, distributed memory systems, network interface, outboard buffering, protocol processing, resource management

5 Understanding and constructing shared spaces with mixed-reality boundaries

Steve Benford, Chris Greenhalgh, Gail Reynard, Chris Brown, Boriana Koleva

September 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5 Issue 3

Full text available:  [pdf\(2.50 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We propose an approach to creating shared mixed realities based on the construction of transparent boundaries between real and virtual spaces. First, we introduce a taxonomy that classifies current approaches to shared spaces according to the three dimensions of transportation, artificiality, and spatiality. Second, we discuss our experience of staging a poetry performance simultaneously within real and virtual theaters. This demonstrates the complexities involved in establishing social in ...

Keywords: CSCW, augmented reality, collaborative virtual environments, media-spaces, mixed reality, shared spaces, telepresence, video, virtual reality

6 VizSEC innovative visualizations session: CyberSeer: 3D audio-visual immersion for network security and management

Christos Papadopoulos, Chris Kyriakakis, Alexander Sawchuk, Xinming He

October 2004 **Proceedings of the 2004 ACM workshop on Visualization and data mining for computer security**

Full text available:  [pdf\(439.86 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Large complex networks have become an inseparable part of modern society. However, very little has been done to develop tools to manage and ensure the security of such networks. Network operators continue to slave over endless daily logs and alerts in a struggle to keep networks operational. Perhaps the most formidable enemy of network

operations today is the volume of management data that must be perused. Expensive commercial products attempt to visualize data but with limited utility, as wi ...

Keywords: monitoring, network security, network visualization

7 Model-driven development of Web applications: the AutoWeb system

Piero Fraternali, Paolo Paolini

October 2000 **ACM Transactions on Information Systems (TOIS)**, Volume 18 Issue 4

Full text available:  [pdf\(6.94 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a methodology for the development of WWW applications and a tool environment specifically tailored for the methodology. The methodology and the development environment are based upon models and techniques already used in the hypermedia, information systems, and software engineering fields, adapted and blended in an original mix. The foundation of the proposal is the conceptual design of WWW applications, using HDM-lite, a notation for the specification of structure, nav ...

Keywords: HTML, WWW, application, development, intranet, modeling

8 Software for interactive on-line conferences

Sunil K. Sarin, Irene Greif

January 1984 **ACM SIGOIS Bulletin , Proceedings of the 2nd ACM-SIGOA conference on Office information systems**, Volume 5 Issue 1-2

Full text available:  [pdf\(1.20 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A layered architecture for the implementation of real-time conferences is presented. In a real-time conference a group of users each at his or her own workstation, share identical views of on-line application information. The users cooperate in a problem solving task by interactively modifying or editing the shared view or the underlying information, and can use a voice communication channel for discussion and negotiation. The lower layer in this architecture, named Ensemble, sup ...

9 Bimodal multicast

Kenneth P. Birman, Mark Hayden, Ozgur Ozkasap, Zhen Xiao, Mihai Budiu, Yaron Minsky

May 1999 **ACM Transactions on Computer Systems (TOCS)**, Volume 17 Issue 2

Full text available:  [pdf\(302.06 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

There are many methods for making a multicast protocol "reliable." At one end of the spectrum, a reliable multicast protocol might offer totality guarantees, such as all-or-nothing delivery, delivery ordering, and perhaps additional properties such as virtually synchronous addressing. At the other are protocols that use local repair to overcome transient packet loss in the network, offering "best effort" reliability. Yet none of this prior work has treated stability ...

10 Software engineering and the Internet: a roadmap

Luca Bompani, Paolo Ciancarini, Fabio Vitali

May 2000 **Proceedings of the Conference on The Future of Software Engineering**

Full text available:  [pdf\(1.73 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

11 3-2 VRC in edutainment: Language-support system using character recognition

Kikuo Asai, Yuji Y. Sugimoto, Narong Hemmakorn, Noritaka Osawa, Kimio Kondo

June 2004 **Proceedings of the 2004 ACM SIGGRAPH international conference on Virtual Reality continuum and its applications in industry**

Full text available:  [pdf\(516.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We have developed a prototype system that supports language translation for distance lecturing and local learning. The system automatically detects a word displayed in a video image by matching the identified character markers; it then translates the word into the other language and displays the translated word using text, image, and/or sound. The ARToolkit is used as an image-processing tool to search the video image for character markers, which are composed of square frames and registered char ...

Keywords: ARToolkit, character recognition, distance lecture, language-support, videoconference

12 Brave new topics - session 4: multimedia in life and health sciences: Flexible frameworks for medical multimedia

Michael W. Halle, Ron Kikinis

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Full text available:  [pdf\(1.50 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The next generation of medical systems will integrate multimodality and multimedia data from a variety of sources to aid individual ysicians in providing the best treatment and care for their patients and to help researchers understand patterns of disease in collections of large databases. We promote a principle of maximum flexibility for the design of these systems to accommodate new developments in medical imaging and bioinformatics. We present several characteristics of flexible systems th ...

Keywords: BIRN, RDF, feature extraction, image guided therapy, medical imaging, multimedia, neurosurgery, ontologies, publish and subscribe systems, search, segmentation, semantic web

13 Distributed high-performance computation for remote sensing

K. A. Hawick, H. A. James

November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available:  [pdf\(321.67 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

We describe distributed and parallel algorithms for processing remotely sensed data such as geostationary satellite imagery. We have built a distributed data repository based around the client-server computing model across wide-area ATM networks, with embedded parallel and high-performance processing modules. We focus on algorithms for classification, geo-rectification, correlation and histogram analysis of the data. We consider characteristics of image data collected from the Japanese GMS5 geos ...

Keywords: ATM, classification, client-server, remote-sensing, satellite imagery

14 Production: Building Virtual and Augmented Reality museum exhibitions

Rafal Wojciechowski, Krzysztof Walczak, Martin White, Wojciech Cellary

April 2004 **Proceedings of the ninth international conference on 3D Web technology**


Full text available:  [pdf\(5.89 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A system that allows museums to build and manage Virtual and Augmented Reality exhibitions based on 3D models of artifacts is presented. Dynamic content creation based on pre-designed visualization templates allows content designers to create virtual exhibitions very efficiently. Virtual Reality exhibitions can be presented both inside museums, e.g. on touch-screen displays installed inside galleries and, at the same time, on the Internet. Additionally, the presentation based on Augmented Reality ...

Keywords: VRML, augmented reality, cultural heritage, virtual reality

15 Applications: Augmenting reality with geo-referenced information for environmental management

Teresa Romão, Eduardo Dias, José Danado, Nuno Correia, Adelaide Trabuco, Carlos Santos, Rossana Santos, Edmundo Nobre, António Câmara, Luís Romero
November 2002 **Proceedings of the 10th ACM international symposium on Advances in geographic information systems**


Full text available:  pdf(372.05 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

When interacting with natural or urban environments there are many situations where the ability to access data in real time becomes relevant. Augmented Reality (AR) technologies allow real time superimposition of synthetic objects on real images, providing an augmented knowledge about the surrounding world. Using a Head Mounted Display, the user of an AR system can visualize the exterior world with additional virtual information that is generated in real time and in a contextual way. This paper p ...

Keywords: augmented reality, contextual information, geo-referenced information, image retrieval based on content, mobile information services, positioning, real-time spatio-temporal geographical information

16 The state of the art in automating usability evaluation of user interfaces

Melody Y. Ivory, Marti A Hearst
December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4

Full text available:  pdf(2.31 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Usability evaluation is an increasingly important part of the user interface design process. However, usability evaluation can be expensive in terms of time and human resources, and automation is therefore a promising way to augment existing approaches. This article presents an extensive survey of usability evaluation methods, organized according to a new taxonomy that emphasizes the role of automation. The survey analyzes existing techniques, identifies which aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automation, web interfaces

17 DeepView: a channel for distributed microscopy and informatics

B. Parvin, J. Taylor, G. Cong, M. A. O'Keefe, M. H. Barcellos-Hoff
January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available:  pdf(2.69 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

18 Designing and mining multi-terabyte astronomy archives: the Sloan Digital Sky Survey

Alexander S. Szalay, Peter Z. Kunszt, Ani Thakar, Jim Gray, Don Slutz, Robert J. Brunner
May 2000 **ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data**, Volume 29 Issue 2

Full text available:  pdf(429.09 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The next-generation astronomy digital archives will cover most of the sky at fine resolution in many wavelengths, from X-rays, through ultraviolet, optical, and infrared. The archives will be stored at diverse geographical locations. One of the first of these projects, the Sloan Digital Sky Survey (SDSS) is creating a 5-wavelength catalog over 10,000 square degrees of the sky (see <http://www.sdss.org/>). The 200 million objects in the multi-terabyte database will have mostly numerical attribut ...

Keywords: Internet, archive, astronomy, data analysis, data mining, database, scalable

19 Tools and approaches for developing data-intensive Web applications: a survey

Piero Fraternali

September 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 3

Full text available:  pdf(524.80 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The exponential growth and capillar diffusion of the Web are nurturing a novel generation of applications, characterized by a direct business-to-customer relationship. The development of such applications is a hybrid between traditional IS development and Hypermedia authoring, and challenges the existing tools and approaches for software production. This paper investigates the current situation of Web development tools, both in the commercial and research fields, by identifying and characte ...

Keywords: HTML, Intranet, WWW, application, development

20 Video and multimedia digital libraries: A multilingual, multimodal digital video library system

Michael R. Lyu, Edward Yau, Sam Sze

July 2002 **Proceedings of the 2nd ACM/IEEE-CS joint conference on Digital libraries**

Full text available:  pdf(440.24 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents the iVIEW system, a multi-lingual, multi-modal digital video content management system for intelligent searching and access of English and Chinese video contents. iVIEW allows full content indexing, searching and retrieval of multi-lingual text, audio and video material. It consists image processing techniques for scenes and scene changes analyses, speech processing techniques for audio signal transcriptions, and multi-lingual natural language processing techniques for word r ...

Keywords: applications, browser on mobile devices, middleware and browser interactions, multi-modal interactions, multimedia management and support

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IEEE JNL IEEE Journal or Magazine

IEEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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- ☐ 1. **MPEG-4 based framework for game engines to handle virtual advertisement**
Chalil, M.; Sreekumar, K.P.; Sankar, M.;
Multimedia and Expo, 2003. ICME '03. Proceedings. 2003 International Conference on
Volume 1, 6-9 July 2003 Page(s):1 - 413-16 vol.1
Digital Object Identifier 10.1109/ICME.2003.1220942
[AbstractPlus](#) | Full Text: [PDF](#)(312 KB) IEEE CNF
- ☐ 2. **Modeling geometric structure and illumination variation of a scene from a single image**
Zhengyou Zhang;
Computer Vision, 1998. Sixth International Conference on
4-7 Jan. 1998 Page(s):1041 - 1046
Digital Object Identifier 10.1109/ICCV.1998.710845
[AbstractPlus](#) | Full Text: [PDF](#)(1400 KB) IEEE CNF
- ☐ 3. **Segmentation of the Yellow Pages**
Fischer, S.; Amin, A.; Drivas, D.;
Document Analysis and Recognition, 1995., Proceedings of the Third International Conference on
Volume 2, 14-16 Aug. 1995 Page(s):605 - 609 vol.2
Digital Object Identifier 10.1109/ICDAR.1995.601969
[AbstractPlus](#) | Full Text: [PDF](#)(568 KB) IEEE CNF
- ☐ 4. **Interactive approach to the extraction of logical structures from unformatted images using a sub-structure model**
Yamaoka, M.; Iwaki, O.; Babaguchi, N.; Kitahashi, T.;
Document Analysis and Recognition, 1999. ICDAR '99. Proceedings of the Fifth International Conference on
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Digital Object Identifier 10.1109/ICDAR.1999.791755
[AbstractPlus](#) | Full Text: [PDF](#)(116 KB) IEEE CNF
- ☐ 5. **Textfinder: an automatic system to detect and recognize text in images**
Wu, V.; Manmatha, R.; Riseman, E.M.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on
Volume 21, Issue 11, Nov. 1999 Page(s):1224 - 1229
Digital Object Identifier 10.1109/34.809116
[AbstractPlus](#) | [References](#) | Full Text: [PDF](#)(432 KB) IEEE JNL

6. **The influence of certain angles and shapes, and their relevance for mark industrial design**
Mathieu, J.-P.; Thieblemont, R.; Gousty, Y.;
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Volume 1, 25-29 July 1999 Page(s):343 vol.1
Digital Object Identifier 10.1109/PICMET.1999.808336
[AbstractPlus](#) | Full Text: [PDF\(84 KB\)](#) IEEE CNF
7. **A new method of character line extraction from mixed-unformatted document Japanese mail address recognition**
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20-22 Sept. 1999 Page(s):769 - 772
Digital Object Identifier 10.1109/ICDAR.1999.791901
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8. **Talking faces - technologies and applications**
Ostermann, J.; Weissenfeld, A.;
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Volume 3, 23-26 Aug. 2004 Page(s):826 - 833 Vol.3
Digital Object Identifier 10.1109/ICPR.2004.1334656
[AbstractPlus](#) | Full Text: [PDF\(514 KB\)](#) IEEE CNF
9. **Reflecting on the organization: introducing engineers to corporate identity and culture**
Ryan, C.;
Professional Communication Conference, 2002. IPCC 2002. Proceedings. IEEE
17-20 Sept. 2002 Page(s):519 - 529
Digital Object Identifier 10.1109/IPCC.2002.1049137
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10. **Billboard advertising detection in sport TV**
Cai, G.; Chen, L.; Junchang Li;
Signal Processing and Its Applications, 2003. Proceedings. Seventh International Conference on
Volume 1, 1-4 July 2003 Page(s):537 - 540 vol.1
Digital Object Identifier 10.1109/ISSPA.2003.1224759
[AbstractPlus](#) | Full Text: [PDF\(367 KB\)](#) IEEE CNF
11. **Attentive billboards**
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26-28 Sept. 2001 Page(s):162 - 167
Digital Object Identifier 10.1109/ICIAP.2001.957002
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12. **Netvertising: content-based subgeneric variations in a digital genre**
Fortanet, I.; Palmer, J.C.; Posteguillo, S.;
System Sciences, 1998., Proceedings of the Thirty-First Hawaii International Conference on
Volume 2, 6-9 Jan. 1998 Page(s):87 - 96 vol.2
Digital Object Identifier 10.1109/HICSS.1998.651687
[AbstractPlus](#) | Full Text: [PDF\(128 KB\)](#) IEEE CNF
13. **SNAP&TELL: a multi-modal wearable computer interface for browsing the web**
Keaton, T.; Dominguez, S.M.; Sayed, A.H.;
Wearable Computers, 2002. (ISWC 2002). Proceedings. Sixth International Symposium on

7-10 Oct. 2002 Page(s):75 - 82
Digital Object Identifier 10.1109/ISWC.2002.1167221
[AbstractPlus](#) | Full Text: [PDF](#)(2981 KB) IEEE CNF

14. **Video clip recognition using joint audio-visual processing model**
Kulesh, V.; Petrushin, V.A.; Sethi, I.K.;
Pattern Recognition, 2002. Proceedings. 16th International Conference on
Volume 1, 11-15 Aug. 2002 Page(s):500 - 503 vol.1
Digital Object Identifier 10.1109/ICPR.2002.1044776
[AbstractPlus](#) | Full Text: [PDF](#)(331 KB) IEEE CNF
15. **Improving broadcast news segmentation processing**
Boykin, S.; Merlino, A.;
Multimedia Computing and Systems, 1999. IEEE International Conference on
Volume 1, 7-11 June 1999 Page(s):744 - 749 vol.1
Digital Object Identifier 10.1109/MMCS.1999.779292
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16. **Video clip representation and recognition using composite shot models**
Xianfeng Yang; Qi Tian; Sheng Gao;
Information, Communications and Signal Processing, 2003 and the Fourth Pacific
Conference on Multimedia. Proceedings of the 2003 Joint Conference of the IEEE
International Conference on
Volume 3, 15-18 Dec. 2003 Page(s):1566 - 1570 vol.3
Digital Object Identifier 10.1109/ICICS.2003.1292730
[AbstractPlus](#) | Full Text: [PDF](#)(428 KB) IEEE CNF
17. **April in Paris: Signs of Artificial Life along the Seine**
Braun, C.-A.;
Multimedia, IEEE
Volume 12, Issue 3, July-Sept. 2005 Page(s):14 - 18
Digital Object Identifier 10.1109/MMUL.2005.42
[AbstractPlus](#) | Full Text: [PDF](#)(1832 KB) IEEE JNL
18. **MAGIC BRUSH: a system for automatic removal and restoration of a region in video**
JongBae Kim; KyoungKwan Ahn;
Consumer Electronics, 2005. ICCE. 2005 Digest of Technical Papers. International
on
8-12 Jan. 2005 Page(s):247 - 248
Digital Object Identifier 10.1109/ICCE.2005.1429810
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19. **Analysis of visual information recognition in Web site viewing**
Ishikawa, T.; Kobayashi, K.; Watanabe, K.;
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Volume 1, 2003 Page(s):58 - 61 Vol.1
[AbstractPlus](#) | Full Text: [PDF](#)(338 KB) IEEE CNF
20. **Restoration of regions occluded by a caption in TV scene**
Kim, J.B.; Kim, H.J.; Wachenfeld, S.;
TENCON 2003. Conference on Convergent Technologies for Asia-Pacific Region
Volume 2, 15-17 Oct. 2003 Page(s):817 - 820 Vol.2
Digital Object Identifier 10.1109/TENCON.2003.1273292
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IEEE STD IEEE Standard

- ☐ 1. **MPEG-4 based framework for game engines to handle virtual advertisement**
Chalil, M.; Sreekumar, K.P.; Sankar, M.;
Multimedia and Expo, 2003. ICME '03. Proceedings. 2003 International Conference
Volume 1, 6-9 July 2003 Page(s):1 - 413-16 vol.1
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